HAI! JIKAI!

Welcome once again to Hai! Jikai!, a zine with game openings. It's published by
Mark S. Keller, 9536 Shumway Drive, Orangevale, CA 95662. Phone: (916) 988-7224
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Deadline for all games in this issue is Saturday June 4, 1983.
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>

I have game openings in: Regular Dip, Bourse, Bio-War, Fiat Lux,
Hyborian Age II, Kregish Dip, New Improved Extra Strength Dip, Time Distortion
Dip, and Treachery. Bourse is free, all others have a $2.00 game fee.
I need standbys. You must sub to Hai! Jikai! to play or standby.

Signed_Up (Let me know if you want on or off any of these lists)
        Regular: Givan, Twitty, Williams(pd), Woody(pd)
        Bourse : Langley, Luedi, Reynolds, Daf, Schaubert, Peters, Jurkowski
        Variant: McCloud, Luedi
                (Let me know which variants you are interested in)
        Standby: McCloud(R&V), Givan(R), Olsen(R&V), Anderson(R&V), Carter(R),
                Peters(R&V), Jurkowski(R&V), Frueh(1R&V)

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Odds and Ends:
        Hai! Jikai!'s official circulation is now 30.
        Peericon III is being held in San Diego on July 29-31. For more info
write: Larry Peery, Box 8416, San Diego, CA 92102.
        This issue is going free to Bob Olsen and David Anderson for submitting
standby orders.
        The first two pages of the current rules of Kregish Dip are on pages 4&5.
I'll be running an improved version here. I'm open to suguestions. The rest of
the rules and the map will apper in HJ#10.
        The quiz from HJ#8 will be held over until next time, you still have time
to send in answers and try for the free issue.
        Coming soon... *Raging Main*, a new dip zine by James Woodson. It will be
at the rate of 12/$5.00. More details, like his new address, when available.
        Someone asked what my numbering meant. It's very simple, 4:9:20 means:
Issue 4 as a zine, Issue 9 as Hai! Jikai!, and Publication number 20.
        Plug: *Thirty Miles of Bad Road* published by Mark Luedi, 730 Atwater #15,
Bloomington, IN 47401. His rate is 10/$4.00. He still has game openings.
        By the way, does anybody know what the record is for length of time to
get a game started? I know I must be well on my way.
        The orphan variant I've been running ends in a win - see page 2.
        The next issue of <u>HJ</u> will hopefully be produced on a new Commodore 64.
        The next issue of <u>TTFOT</u> should be out sometime in June.

Austria (?): A Gal r WAR; A War-MOS
Balkans (?): A SEV S Rus A StP-Mos(nso), F Ank-ARM (F BLA S), A Con-BUL,
        F Ion-NAP (F ROM S), A GAL-Bud (A VIE S), A RUM-Ser, A TRI-Ser
England (Anderson): F NTH-Lon, F Den-KIE (F BAL S), A EDI-Lvp, F NAT-Lvp,
        F NWY-StP(nc), F Bel-Hol (d: Eng or OTB)
France (Davis): F WAL-Lvp, A Pic-BEL (A BUR S), A Bre-PIC
Germany (?): F Nth r LON; A BOH-Vie, A Pie-TYR, A RUH-Hol, F LON-Nth,
        A Kie S A Ruh-Hol (d: Ber, Mun, or OTB)
Italy (McCloud): NMR!!! A VEN U
Russia (?): NMR!!! F Bla r OTB(by GM), A STP U, A BUD U
Spain (Konrad): F Mid-IRI, F Spa(nc)-MID, F TUN-Tyh, F Nap-Tyh (d: Apu or OTB)

Supply Center Chart

Austria: War MOS (1-2) Can't Build
Balkans: Bul Gre Ser Vie Con Tri Smy Sev Ank Bud RUM ROM NAP (10-12) Build 2
England: Edi Lvp Ice Nwy Swe Den Bel KIE (7-7) Even (or Build 1)
France: Bre Mar Par Lon BEL (4-4) Even
Germany: Mun Ber Hol Swi Kie LON (5-5) Even (or Build 1)
Italy: Ven Rom (2-1) Even
Russia: StP Mos Rum BUD (3-2) Even
Spain: Mor Por Spa Tun Nap (5-4) Even (or Build 1)

1981Erm22-GM: Glenn Overby (Drop after WØ3), Mark Keller

England/Balkans: David Anderson
France/Turkey: Fred Davis, Jr.
Italy/Russia: Dan Palter (Drop FØ2), Richard Carlson (Drop WØ3), Caroline
        Blessing (Resign SØ4), Larry McCloud
Spain/Austria: Steven Duerr (Drop FØ5), Konrad Baumeister
Scandinavia/Germany: Mark Luedi

Country	Start	Ø1	Ø2	Ø3	Ø4	Ø5	
Austria	3	2	2	2	1	2	
Balkans	3	4	5	8	10	12	WIN
England	3	4	6#	6	7	7	WIN
France	3	4	5	4	4	4	
Germany	3	5	5	5	5	5	
Italy	3	3	4	2	2	1	
Russia	4	4	5*	3	3	2	
Scandinavia	3	3	1	1	Ø	—	
Spain	3	3	3	5*	5*	4	
Turkey	3	4	2	1	Ø	—	

* - 1 short
\# - 1 too many

Game Notes: Draw votes first; Bal/Eng 4-Yes 1-No. Endgame statements to be
published next time. Congrats to David on his victory.

Press
FRANCE-Balkans: I don't want to set the world on fire, I just want to let us
little people survive.
England-Austria: Keep going, I'll see you in Berlin.

Fall 1905 --- French visit the King. Italian missing in action.

England (Landeros): F NWG H (F EDI S), A Lon-YOR
France (Cannon): A Pic-LON (F ENG C), A Par-BUR, F Wes-TYR,
        A PIE S Ger A Mun-Tyr
Germany (Givan): A SIL-War, A Mun-TYR, F BAL-Den (A KIE S), F DEN-Nth, A Bel-RUH
Italy (McCloud?): A Tyr U (Anh), A Ven U (d: Tus, Rom, or OTB), F NAP U, F TUN U
Russia (Townsend): F BAR-Nwg (F NWY S), F SKA-Nth, F LVN-Bal, A SWE H, F RUM H,
        A Gal-BOH, A WAR-Sil, A Tri-VEN, A VIE-Tyr
Turkey (Butland): A Con-BUL, A Ser-TRI, F Eas-ION (F AEG S, F GRE S),
        F APU S Rus A Tri-Ven

Supply Center Chart

England: Edi Lvp L̶o̶n̶ (3-2) Disband 1
France: Fra Por Spa LON (5-6) Build 1
Germany: Ger Den Hol Bel (6-6) Even
Italy: Nap Rom Tun V̶e̶n̶ (4-3) Even (or Build 1)
Russia: Rus Swe Rum Nwy Bud Vie T̶r̶i̶ VEN (10-10) Even
Turkey: Tur Bul Ser Gre TRI (6-7) Build 1

Game Notes: Standby for Italy
is listed below. You may make
your orders conditional on who
submits orders for that country.
Note COA for Larry.

Eng: Rob Landeros
        7605 Boston Harbor Rd. NE
        Olympia, WA 98506
Fra: Michael Cannon
        3204 Frederick Hall
        College Park, MD 20742
COA as of May 17 for Fra:
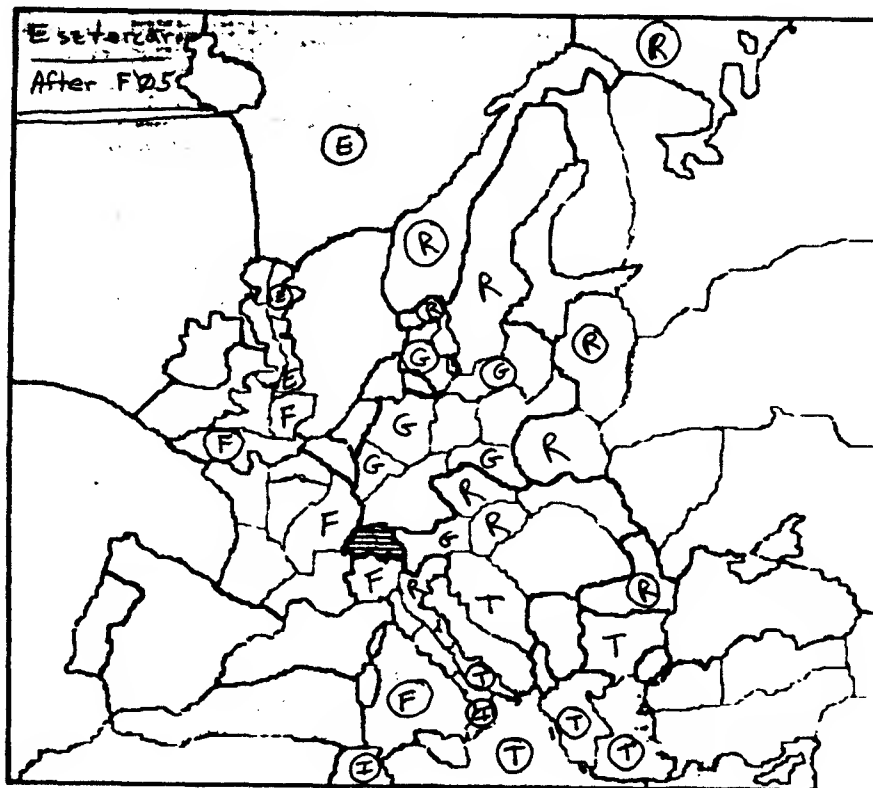   13801 Wisteria Dr.
        Germantown, MD 20874
Ger: Evans Givan
        PO Box 15761
        Sacramento, CA 95852-0761
Ita: Larry McCloud
        475 Grand Conyon Blvd.
        Reno, NV 89502
Ita(standby): Mark Frueh
        115 N. Orchard St.
        Madison, WI 53715
Rus: Fred Townsend
        3709 35th St. NW
        Washington, DC 20016
Tur: Freeman Butland
        428 E Javelin St
        Carson, CA 90745

Esztercari
After FØ5

Press

Ger-Rus: Sorry, but I changed my mind. You probably noticed.

LON: Throngs of Londoners crowded the docks to welcome the French fleet. Singing
to the strains of Happy Birthday, the Prime Minister presented to Admiral Cannon
a large cake in the shape of Westminster Abbey.

PARIS-WESTERN ALLIES: Never fear, the Frogs have returned! And just in time to
teach those Asian sub-humanoids that they have no business being in Europe.

<HJ 3>

1. The world is called K,egen. It orbits Antares, a double star consisting of a red giant and a smaller green companion. The place is called the Eye of the World, an inland sea similar to the Mediterranean. The technological level of the people is late medieval, but in a world without gunpowder. There is considerable use of airships and flying animals, but not in this section of the world, thus we deal only with armies and fleets. Maritime commerce and warfare are the most important aspects of the area's economy.

2. The Players: Kregen is constructed as an 8-player game. Three nations (Akhram, Magdag, Gashil) exist on the northern coast of the Eye of the World, and three more (Zair, Zandikar, Sanurkazz) thrive on the southern coast. The neutral nation of Proconia lies at the eastern extreme of the Eye, and the oceans are filthy with pirates known as Renders.

2.1. The nations on the northern coast all worship the green star under the name of Grodno. They are at eternal warfare with the nations on the southern coast, who worship the red star, Zair. Grodno worshippers will not and can not ally with Zair worshippers ever. In fact, they constantly war with each other to get slaves, on which their economies are largely based. The Proconians are atheists, and are neutral and friendly with both red and green factions The pirates worship money and don't allow mere religion to stand in their way. Pirates may ally with anyone they want to at any time.

3. VICTORY CONDITIONS: The first nation to become an empire of 15 or more cities wins the game. At least 5 of these cities must be marked with squares on the map, and at least 5 must be marked with circles. (Squares are on the northern coast; circles are on the southern.) In order for the Pirates to win, they must get 20 fleets on the board. In case no one meets the victory requirements, the game may be terminated by common consent of 5 or more players or by game master fiat in which case the player with the greatest number of supply centers will be adjudged the victor.

4. UNIT TYPES: There are 3 types of units in Kregen: armies, fleets, and heroes. The army is the basic unit. It takes 1 supply point to create and maintain at all times. It has a combat strength of 1. The fleet is worth half as much as an army; 1 supply point creates and maintains 2 fleets. Each fleet has a combat strength of $\frac{1}{2}$. The hero is rated as half as strong as a fleet. It costs 1 supply point to create a hero, but afterwards it costs nothing to maintain him, so that supply point may be reused on the following year to create an army or 2 fleets. Only 1 hero is allowed to each player in and during the game. If your hero dies...too bad! You cannot create another one.

5. SUPPLY POINTS: Cities are worth supply points. The capital city of each player's country is worth 2 supply points. All other cities are worth 1 supply point.

5.1 Pirates have supply centers marked with an X that are not worth any supply points to any other player. Each specially designated pirate supply center is worth only 1 fleet, $\frac{1}{2}$ of a supply point. The pirate player must first capture or occupy an X sector before he can get the supply point for it.

5.2. The cities of Magdag, Zy, and Sanurkazz will always be capitals. The other 4 nation players may designate before the game starts which of their 3 starting cities is the capital.

5.3. All independent cities start with a supply point value of 1. They are represented by 1 army--a garrison counter which will not move. Garrisoned, independent cities must be conquered by military might in order to get the supply point for that city. Once conquered, the garrison is removed and never brought back onto the board. New armies or fleets must be built in a player's home centers. (Pirates may build on any pirate supply center they currently control.

5.4. Any city that is taken and plundered by pirates is reduced to a supply point of ½ for the remainder of the game. Thus, all such a city is good for is to supply 1 fleet.

6. INITIAL PLACEMENT OF UNITS: The 7 nation players each start with 3 cities and 4 supply points. These 4 points may be used to build 4 armies, or 8 fleets, or any combination in between. If a player chooses to use 1 supply point to build a hero at the beginning of the game, he may, and it would be a wise move. He could then re-use that supply point on the next build turn, to build another army or 2 fleets. All troop building must be done in sectors containing home supply centers.

6.1. The pirates begin with 10 fleets. They must place 2 of them on the pirate supply centers on the See of Marshes, 1 of them on the X sector on the Sea of Swords, and 1 of them on a center west of the Dam of Days along the coast of the outer ocean. The remaining 6 fleets may be placed on any 6 X sectors on the board at the Pirate player's option. If a Pirate player elects to start with a hero, he must allot 2 of his original 10 sectors to produce the hero, etc.

6.2. Each sector on the board can only contain 1 point worth of troops at any 1 time (except for the capitals which will start by containing 2 points of troops, but can only have 1 point therein when the first turn ends). Thus, the limit is 1 army in a sector, or 2 fleets. You cannot have an army and a fleet in the same sector at the same time. Any number of heroes can be in a given sector--they don't count for stacking limitations.

7. MOVEMENT AND COMBAT: Movement and combat are similar to the regular movement and combat rules for Diplomacy with certain exceptions for fleets and heroes.

7.1. ARMIES: Except when being convoyed, armies may only move 1 sector at a time on land sectors. They may cross the following narrow gaps of water without the use of fleets for convoy actions: Akhram-Dam of Days; Magdag-Overlord Island; Overlord Island-Cramph; Hapat-Grundal; Falturazz-Sanurkazz; Zimurz-Zy. They cannot make these crossings, however, if a hostile fleet, or a fleet belonging to any other player, occupies the strait.

7.2. FLEETS: Fleets may move 2 sectors per turn. They can only make the second half of their move if the first half is successful. A fleet may move or support on either phase of its movement turn, but it can only convoy on the second phase. Thus, a fleet could move into position and then convoy an army, but it couldn't convoy first and then support the now-landed army on the same turn.

7.3. CONVOYS: An army may travel from 1 land sector across any number of sea sectors to another land sector if the player can trace an unbroken chain of convoying fleets from a sector adjacent to his starting point to a sector adjacent to his stopping point. However, if any of the fleets in the convoy is dislodged from its position, the troop ships carrying the army are captured and the army is lost (removed from the board). A fleet may participate in any number of possible convoys per turn so long as no 2 armies start from or end up in the same sector. When writing the convoy order for the army, specify which fleets will be used to transport it; then you need only order each fleet along the line to convoy on that phase of its turn.

7.4. RIVERS: Fleets may sail up and down rivers at the rate of 2 sectors per turn. Since a river is often a boundary line between 2 sectors, it must be considered a separate sector itself. River sectors take the name of the land sector beside them--players may name the sector while they are on it after the land on either side, but they should generally choose the longer sector to speed travel. Such river sectors are designated thusly: Vosk (River). River sectors that run through the middle of a land sector instead of along a boundary are considered part of the land sector that contains them. Armies adjacent to

Notes, just for you:

I don't have the addresses yet for the other SVDM # winners. I'm working on it.

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Dafcon 2 was held on Saturday April 23, Dip and Civilization were played. Picture(s) next month? Here are the results of the dip games played.

Game 1 - Gunboat Dip	1	2	3	4	5	6	7	8	
AUS: Evans Givan	5	4	3	3	3	3	3	3	
ENG: Mark Keller	4	4	5	6	6	6	8	9	DRAW
FRA: Steve Langley	6	6	6	6	6	6	6	7	DRAW
GER: Vincent ???	5	6	7	7	8	8	5	1	
ITA: John Huestis	4	5	6	6	4	4	5	4	
RUS: David Schaubert	5	5	1	0	-	-	-	-	
TUR: Jim Keeny	4	4	6	6	7	7	7	10	DRAW

Game 2 - Regular Dip	1	2	3	4	5	
AUS: John Huestis	5	6	7	7	7	DRAW
ENG: Evans Givan	5	6*	5	5	6	DRAW
FRA: Daf	5	5	5	6	6	DRAW
GER: Mark Twitty	5	6*	6	7	6	DRAW
ITA: David Schaubert	4	3	2	1	0	
RUS: Jim Keeny	6	4	3	0	-	
TUR: Mark Keller	4	4	6	8	9	DRAW

Game 3 - Gunboat Dip	1	2	3	4	5	6	7	
AUS: David Schaubert	6	6	5	6	5	4	4	
ENG: John Huestis	4	5	5	4	5	5	5	
FRA: Mark Keller	5	5	6	7	8	10	12	WIN
GER: Daf	4	5	5	7	5	3	2	
ITA: Mark Twitty	3	3	2	2	2	2	0	
RUS: Evans Givan	5	6	7	3	4	5	5	
TUR: Jim Keeny	5	4	4	5	5	5	6	

=================================HJ 6==

Hai! Jikai!
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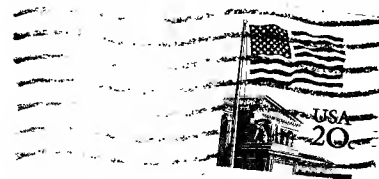
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